MONEY $PIN

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MONEY $PIN is a program of great fun and entertainment while being an educational tool for logic, spelling, grammar and facts about almost anything you could imagine. It's better than trivia and easy to learn to play and use the program features.

TO BEGIN PLAY

1. Turn ON your disk drive and wait for the busy light to go out. Load the program diskette with the label side up. Make sure any cartridges are removed from your computer. XE and XL owners should hold down the OPTION button when turning on the computer to disable BASIC.
2. Turn ON your computer. MONEY $PIN will load automatically. No joysticks or paddles will be needed to play the game.
3. Enjoy the program.

THE TITLE SCREEN AND SELECTIONS

When the title screen appears, you have three choices. Press START to play a game, press SELECT to create your data files, or press OPTION to work on any existing data file. There are no screen prompts on the title screen, so keep the manual in a safe place for reference.

PLAYING MONEY $PIN

After pressing START the data loading screen will appear. Either load your own data disk or use the files on the program disk. There are five files to choose from. Select the one you wish to play by pressing the number next to the filename. Each data file contains 320 items which are divided into four categories (THING, PHRASE, PERSON, TITLE). A Thing can be just about anything you can think of. A Phrase may be a partial or complete sentence from a quote or proverb or wive's tale or other group of words. A Person may be a name or an occupation or a description of a person. A Title may be a book, a movie, a song, a TV show or anything else that has a title or non-human name. Enter the number next to the filename and the program will load that file for play and then switch to the game screen.

Each game is made up of four rounds with increasing dollar point values. The game may be played by one to four players. Simply Pass for players not in use when their turn comes up. The game screen has scoring at the top with current round potential winnings directly beneath the player number and actual round winnings beneath that. Below the scoring area is the indicator line where the game will display what type of puzzle you will be trying to solve. The 40 golden squares are where the puzzle will be displayed. Dark blue squares have letters and vowels underneath them and white squares have spaces. Golden squares displayed are blanks. The player indicator is to the left of the cash register and the cash register $pins dollar point values for each non-vowel entry. All screen prompts with a question mark require you to press [return] to enter; all prompts without a question

mark will not require [return]. The first prompt is Spin / Pass. To play, press "S" or press "P" to pass. The cash register will spin and end up on a dollar value or BUST or LOSE. If BUST comes up you lose all potential winnings and lose your turn. If LOSE comes up you lose your turn. The next prompt is "LETTER?". Enter any non-vowel and press [return]. If the letter has not been used and is in the puzzle, you receive the dollar value in the cash register for each of that letter in the puzzle. If the letter has been used or is not in the puzzle, you lose your turn. The next prompts are "Spin again," "Buy vowel" and "Guess." Spinning again starts your turn over again. If you Buy a vowel, the prompt "Vowel?" will appear. Enter any vowel and press [return]. If the vowel is in the puzzle, all it's locations will be revealed and your turn will continue. If it's not in the puzzle you lose your turn. Vowels cost $250 per purchase. If you press "G" the screen will turn a different color and wait for you to enter your guess. The "Guess?" prompt will appear on the screen. (Note that backspace is one space behind your entry if used.) Type your guess exactly, including spaces [return]. If it is correct you will be awarded an extra $10,000. If it's wrong you lose your turn. If the puzzle is solved without guessing no additional bonus is earned. After four rounds, three prompts will appear: "Spin more," "Load disk" and "Main menu." Press "S" to continue playing without losing your round winnings. Press "L" to load a new file and start over, or press "M" to return to the title screen. Use CAPITAL letters only.

CREATING DATA FILES

Use your own diskettes for additional data files. The program only uses five filenames and would erase any existing file with the same name. Follow the screen prompts when entering data. Remember each category has 80 items for a total of 320. After entering your data the program will switch to the saving screen. Enter the number next to the filename you want to use for the data you just created and it will be saved.

DATA FILE FIX

After pressing OPTION from the title screen, you will see the data load screen appear. Press the number of the data file you wish to fix. Each data item is numbered from 1 to 320 (e.g. Things are 1-80). After the file is loaded you will be asked for the number of the item to see. Enter the number and press [return]. The prompts now are "Change," "Go on" and "Save file." Press "C" to change the item or "G" to reselect another item or "S" to save the updated file. Make sure of filenames and data disks when fixing or creating. Saving the file will erase any existing file with the same filename. Use CAPITAL letters only.

WHITE BAG SOFTWARE provides a 90 day warranty on the recording media and no warranty is provided on the program or data. These are "as is."